

Fig. 1

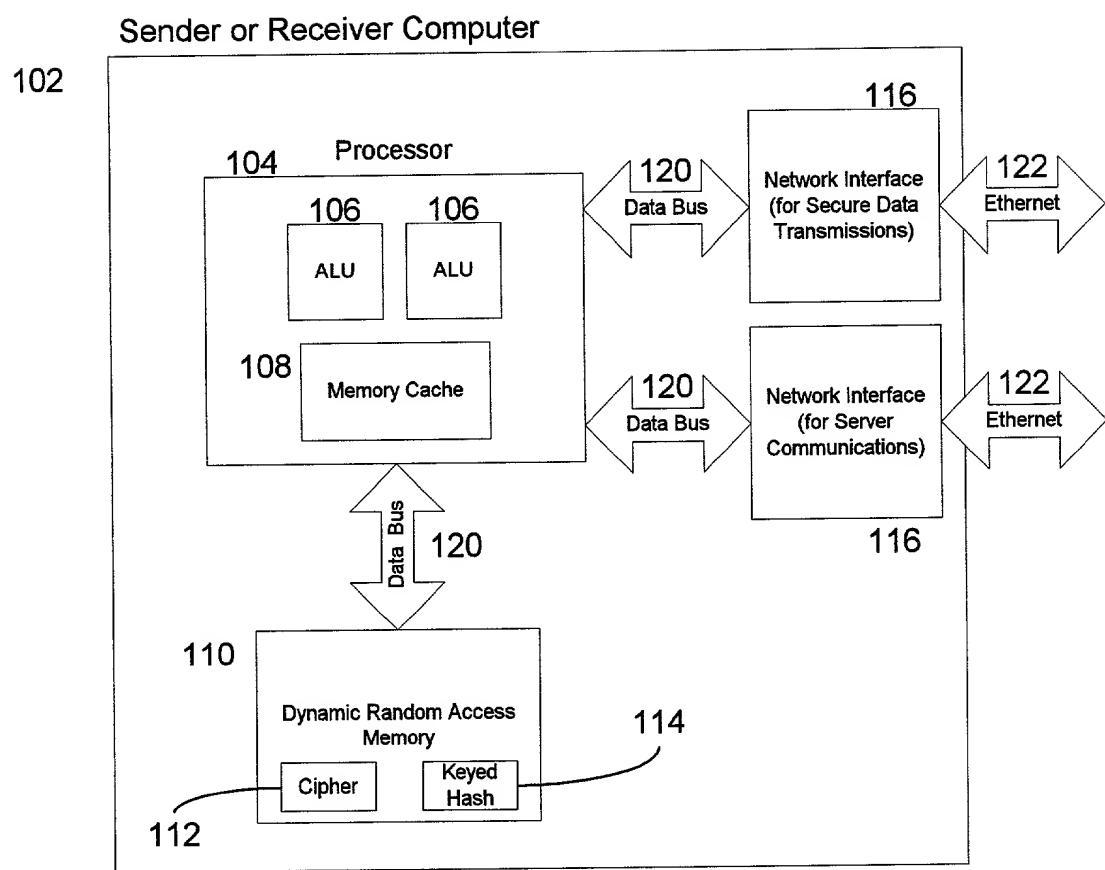
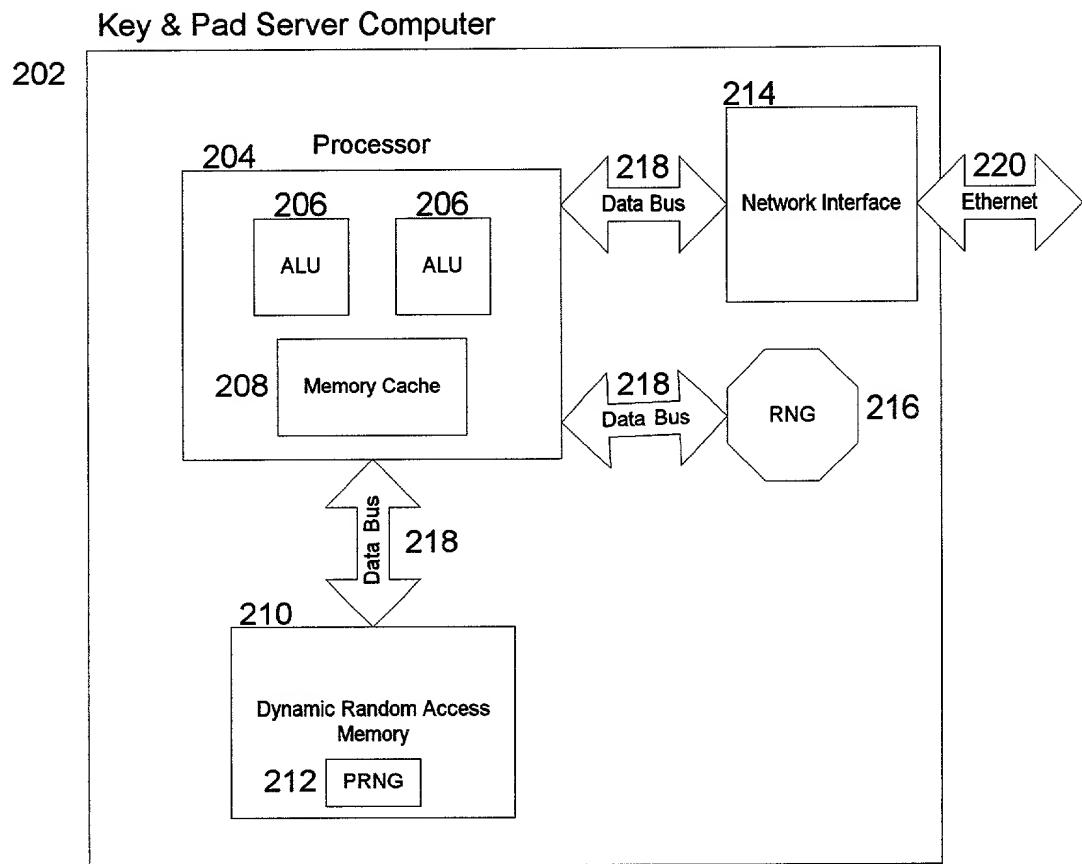
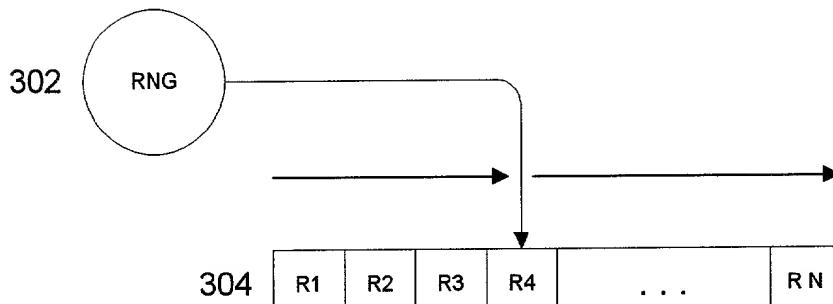


Fig. 2



**Simple Mechanism of Generating a Random Permutation
of a Sequence of Unique Numbers from 0 to N**

Fig. 3



Random Permutation of a Sequence of N Unique Numbers (0 to N-1 Values)
Each of $\log_2(N)$ Bits

Fig. 4

**Near Perfect Riffle Shuffle Mechanism of Generating a Random
Permutation of a Sequence of Unique Numbers from 0 to N.**

Controls Shuffle Repeat X Times

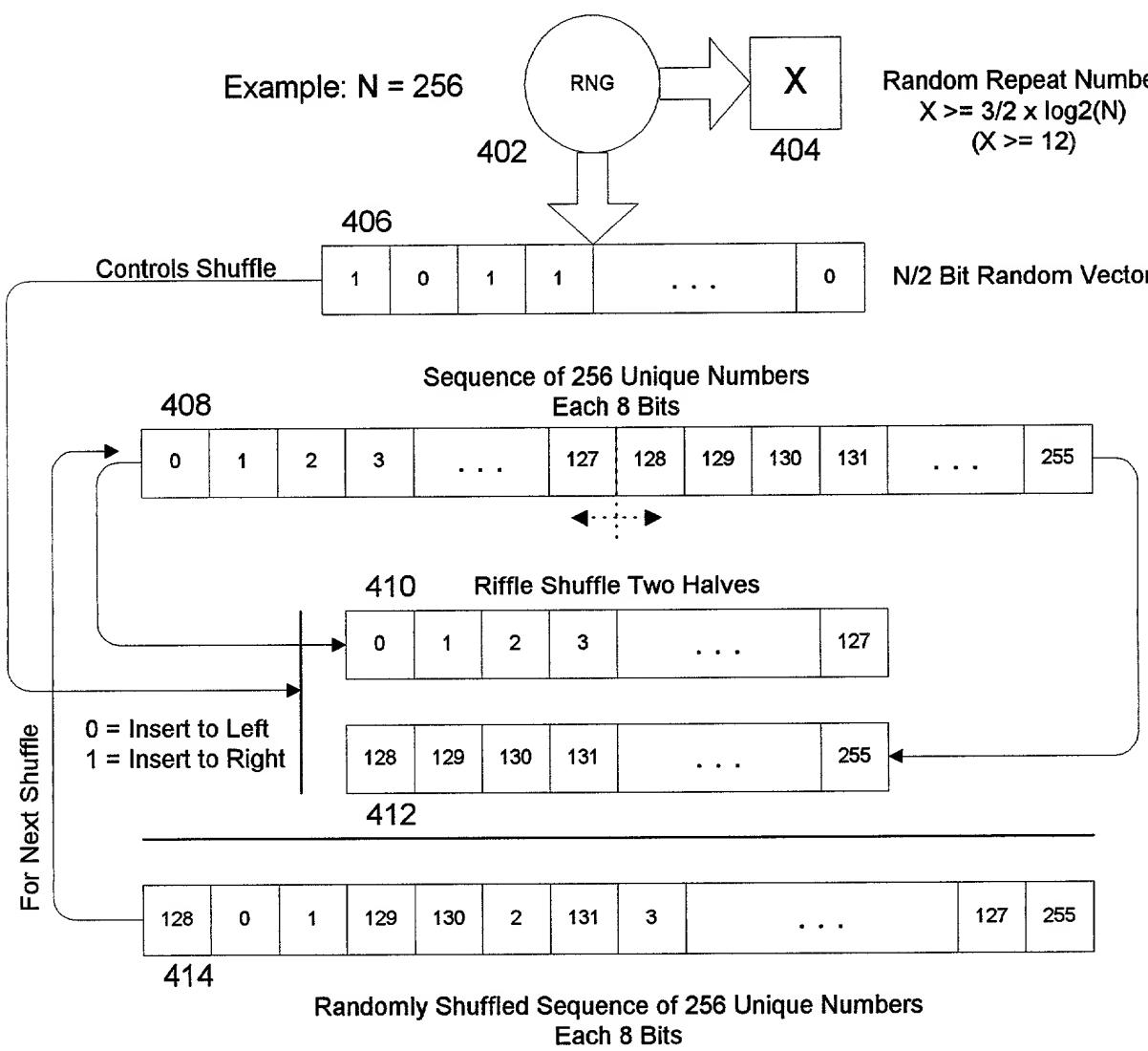


Fig. 5

Randomly Permutating a Sequence of Numbers

Example: $N = 8$

Random Sequence of Eight 3 bit Unique (0 to 7) Indices

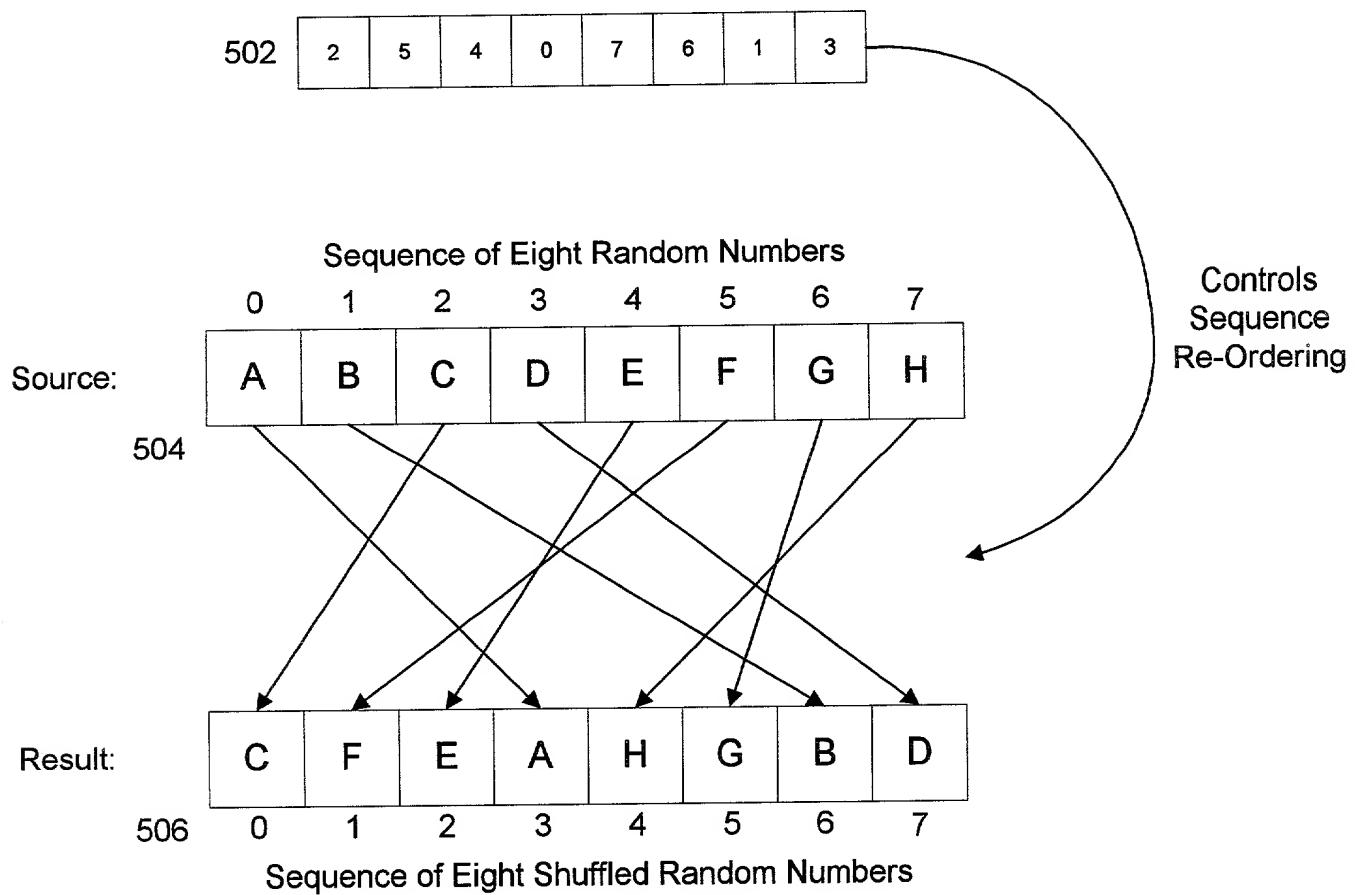
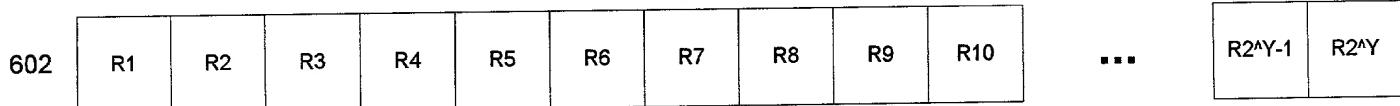


Fig. 6

Key or Seed Data Structure

A Randomly Permutated Sequence of
 2^Y Unique Y Bit Numbers



where $Y = 6, 7, \text{ or } 8$

Fig. 7

Unit Sizes Used For Partitioning
Random Permutations

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1 Card = 2^U Bytes, where $U = 0, 1, 2, 3, \text{ or } 4$ (i.e. 1, 2, 4, 8, or 16 Bytes)

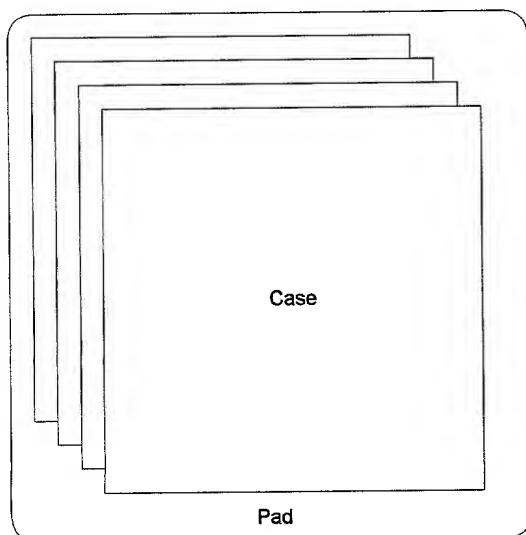
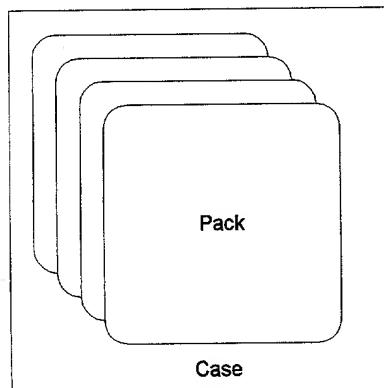
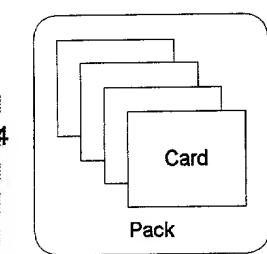


Fig. 8

Flow Chart for Nested Shuffle

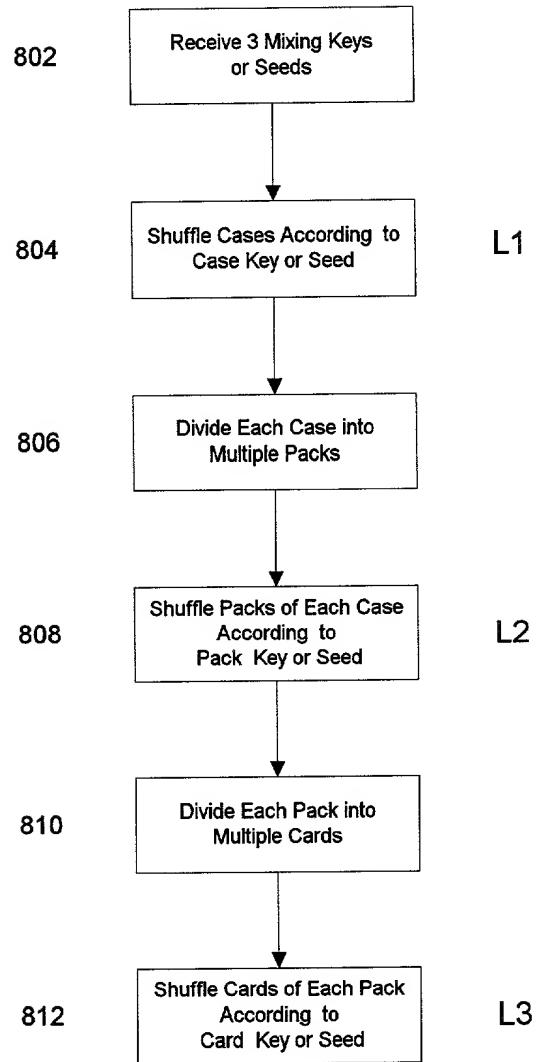


Fig. 9

Nested Shuffle of a Series of Cards

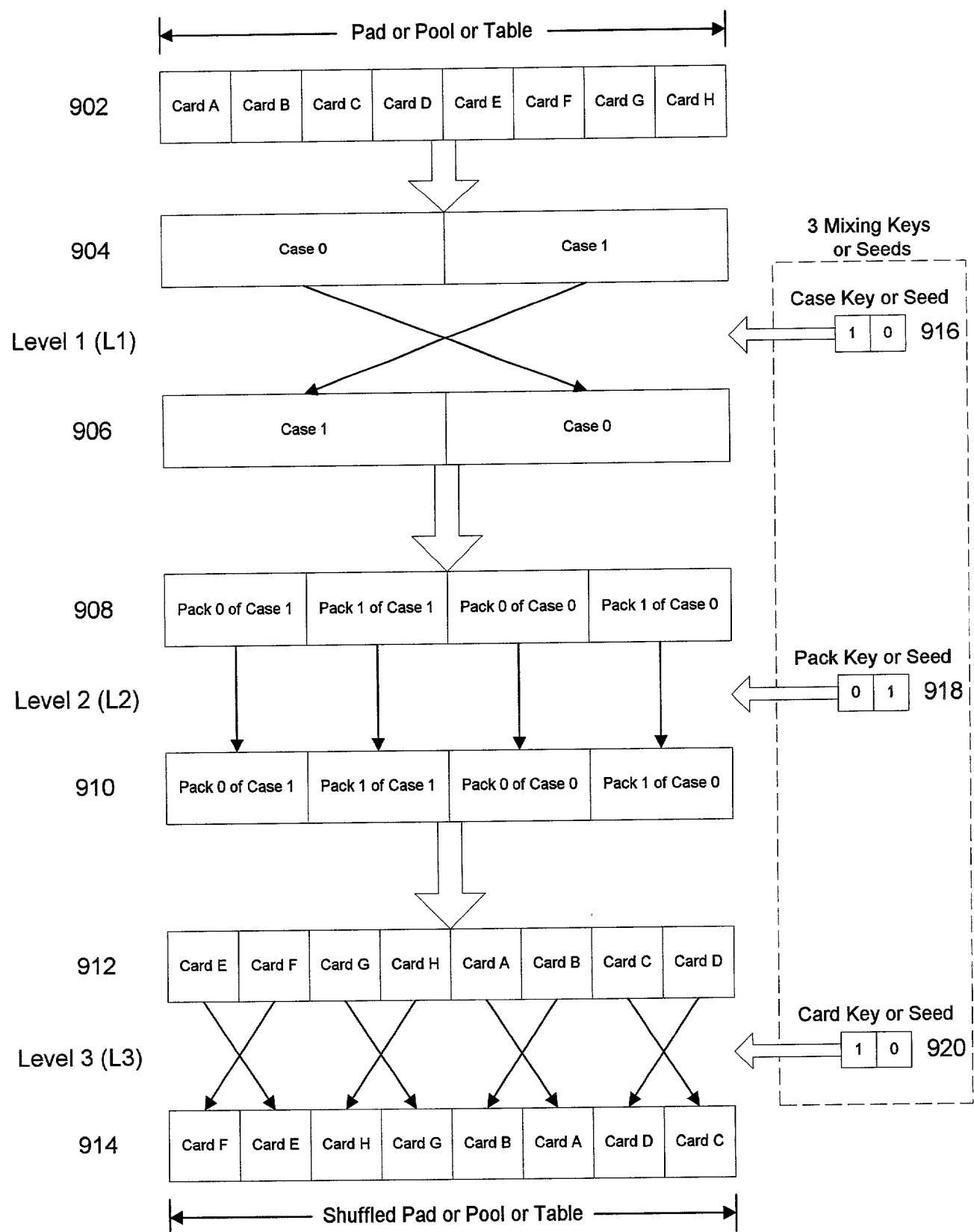


Fig. 10

Non-Cyclic Pseudo-Random Number Generator

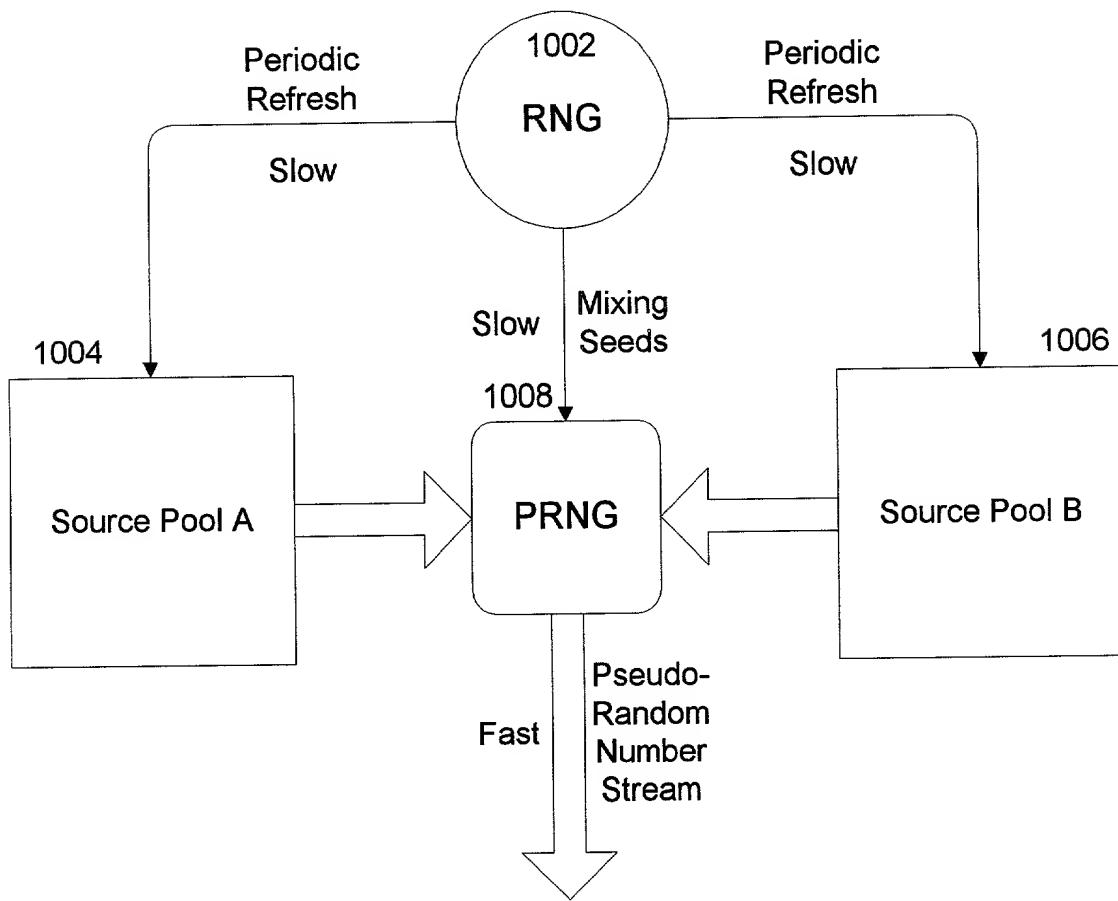


Fig. 11 Non-Cyclic Pseudo-Random Number Generation

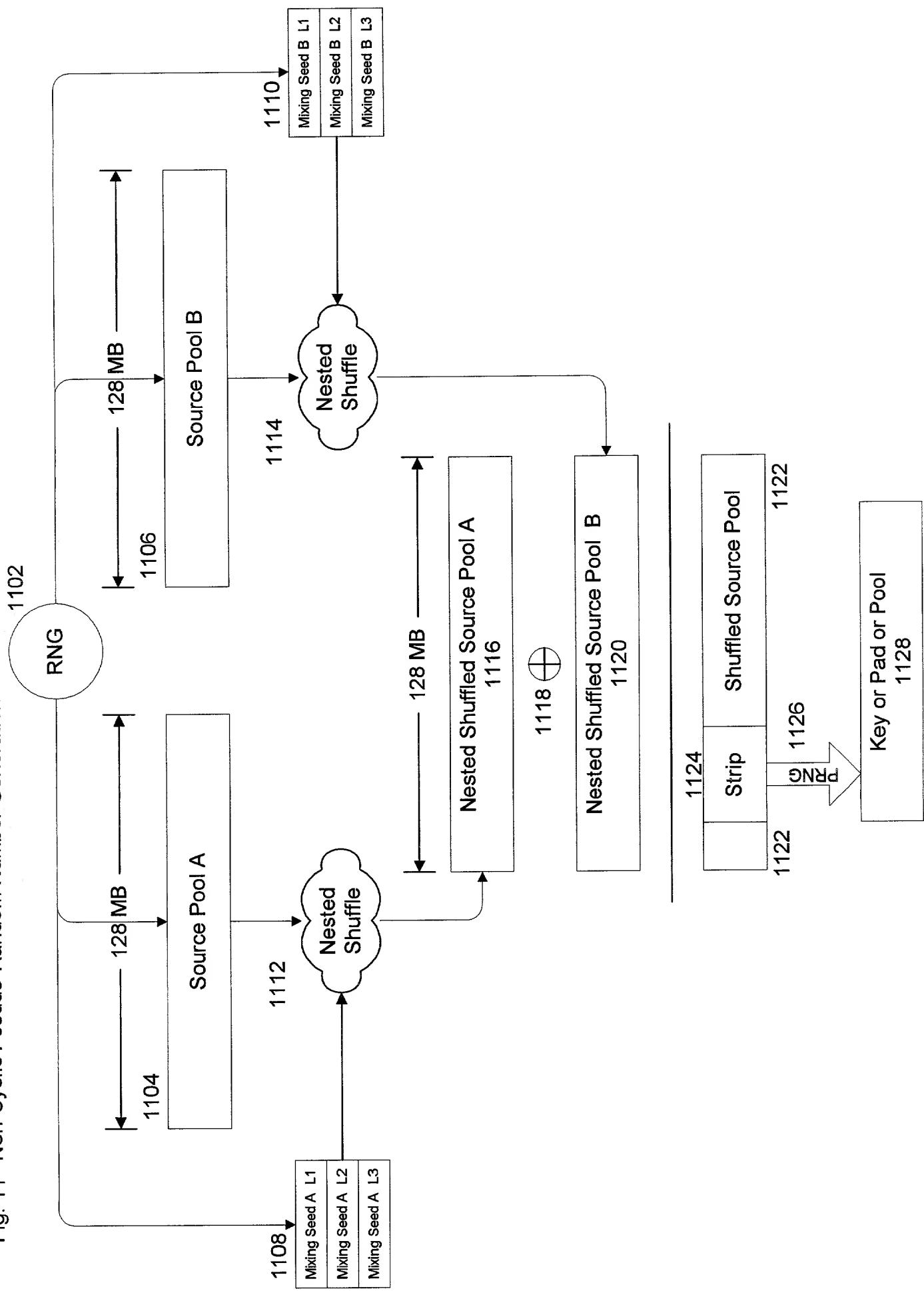


Fig. 12

Nested Shuffle of A Source Pool A or B (128 MB)

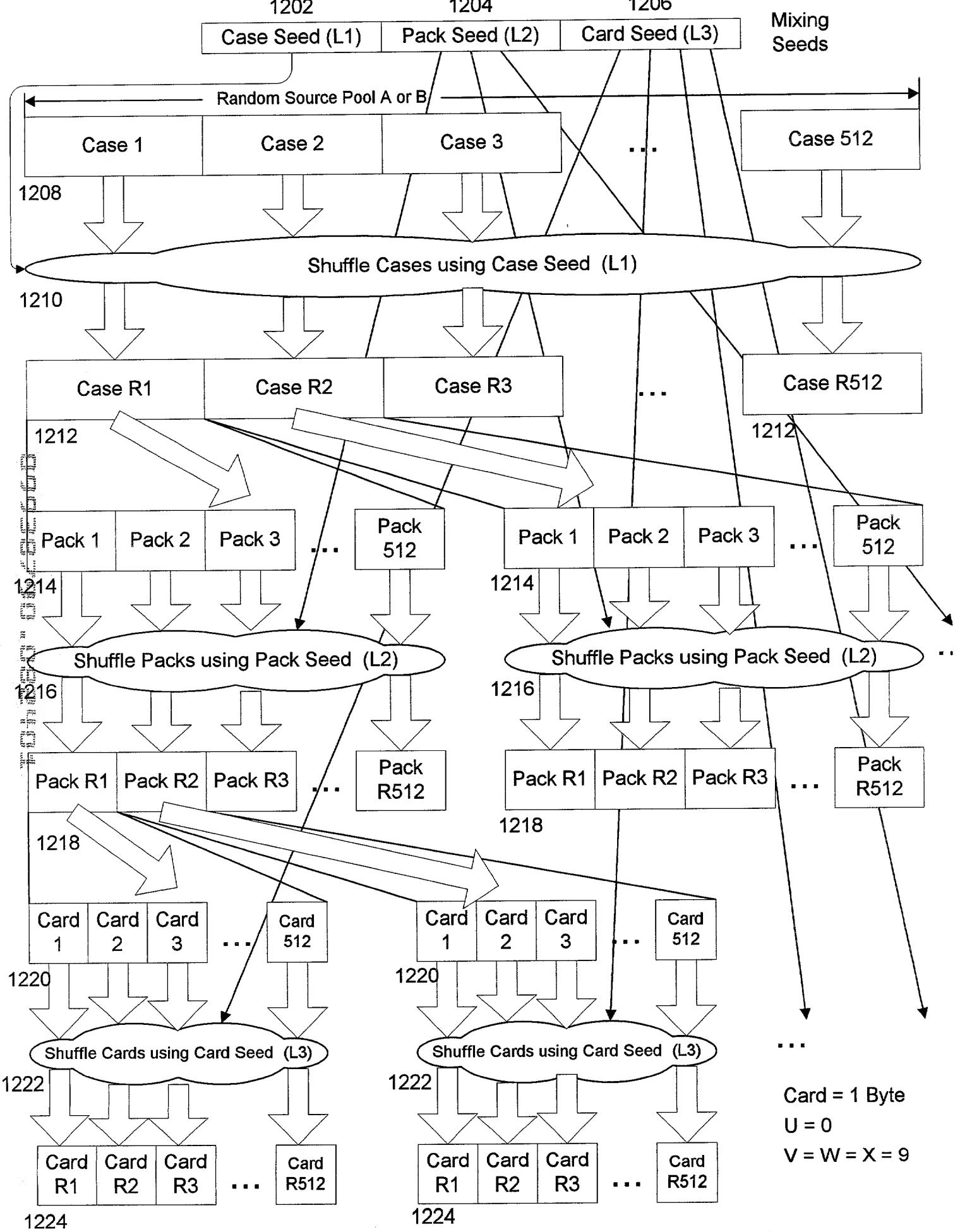


Fig. 13

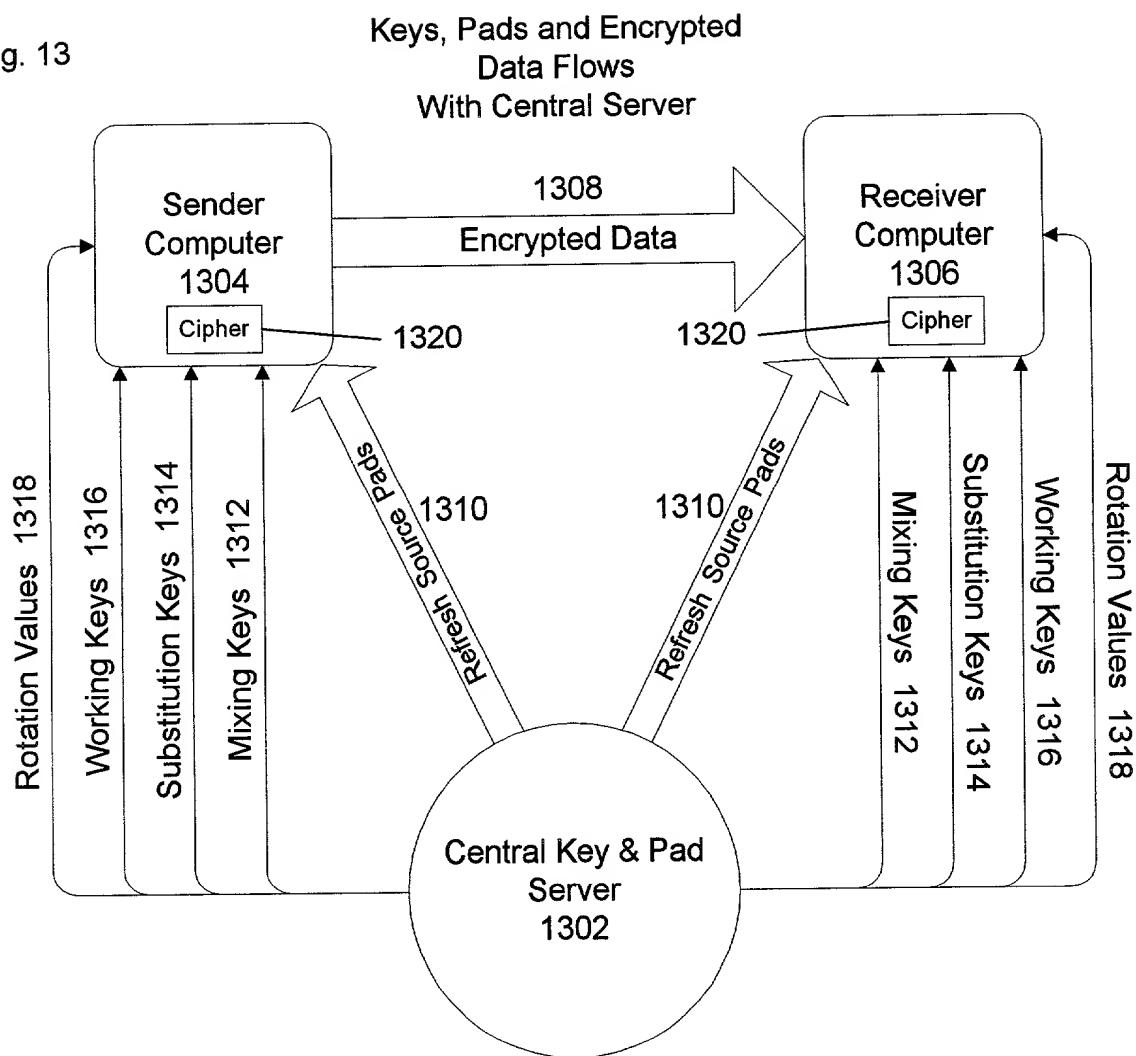


Fig. 14

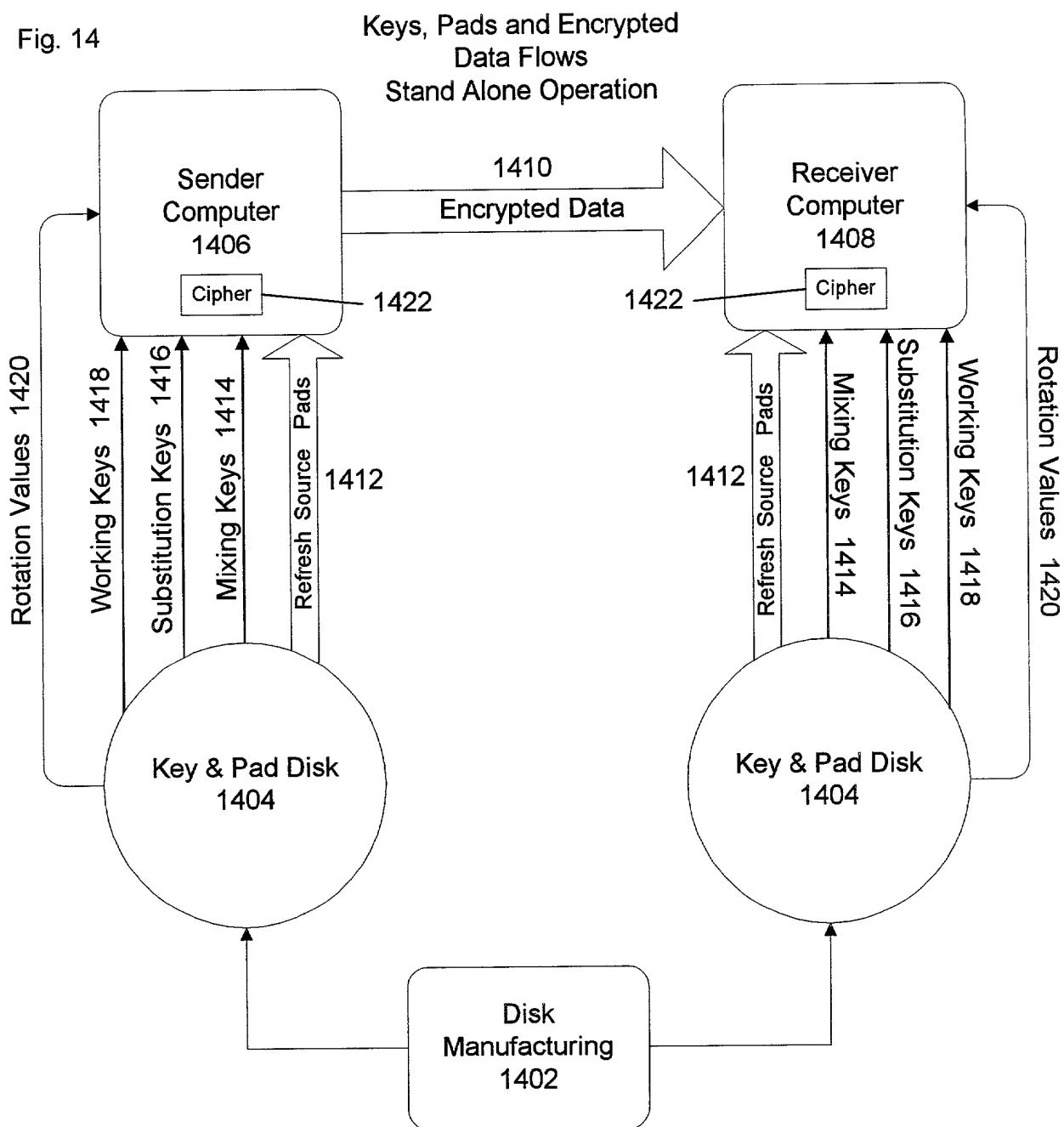


Fig. 15

ENCRYPTION

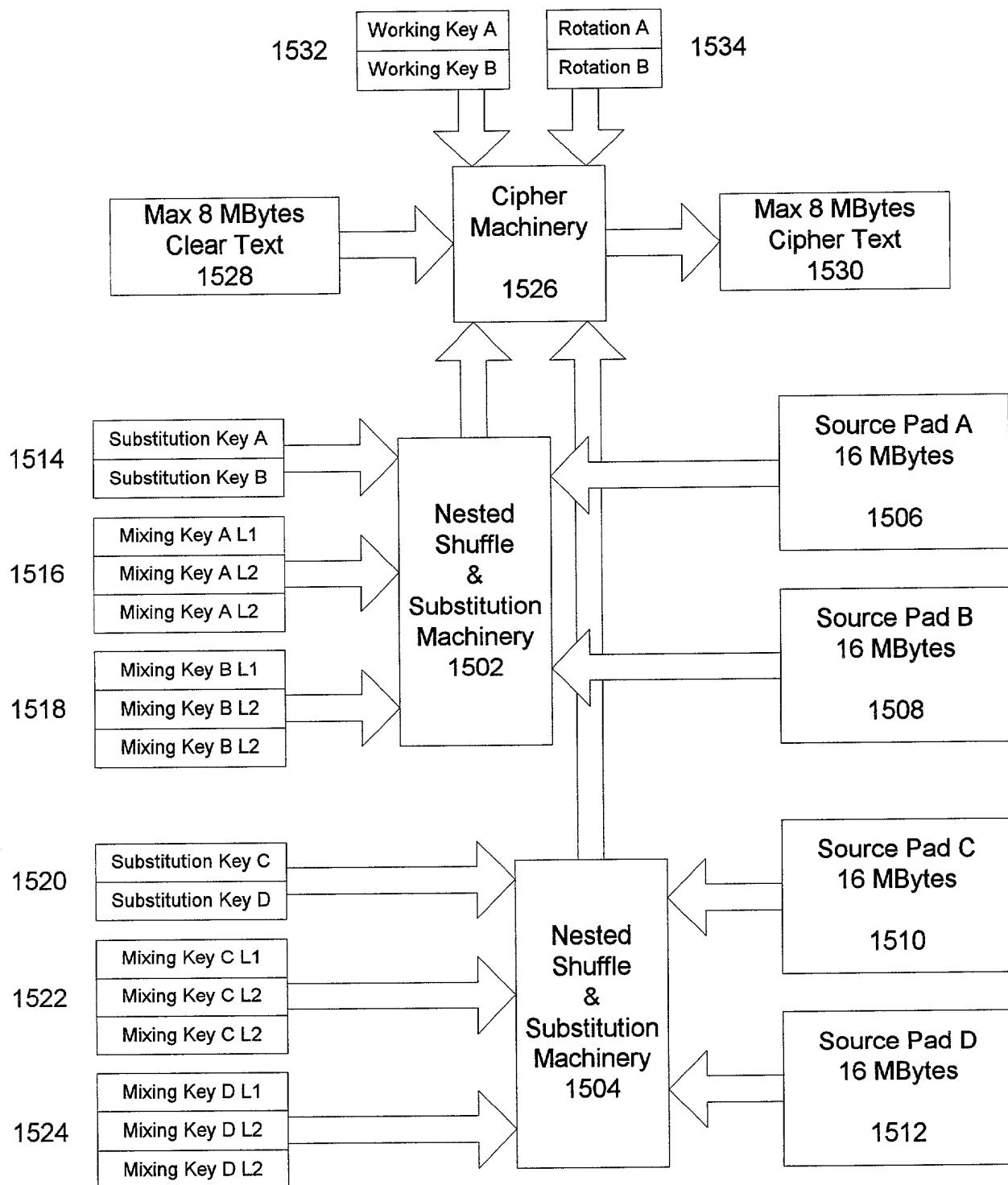


Fig. 16

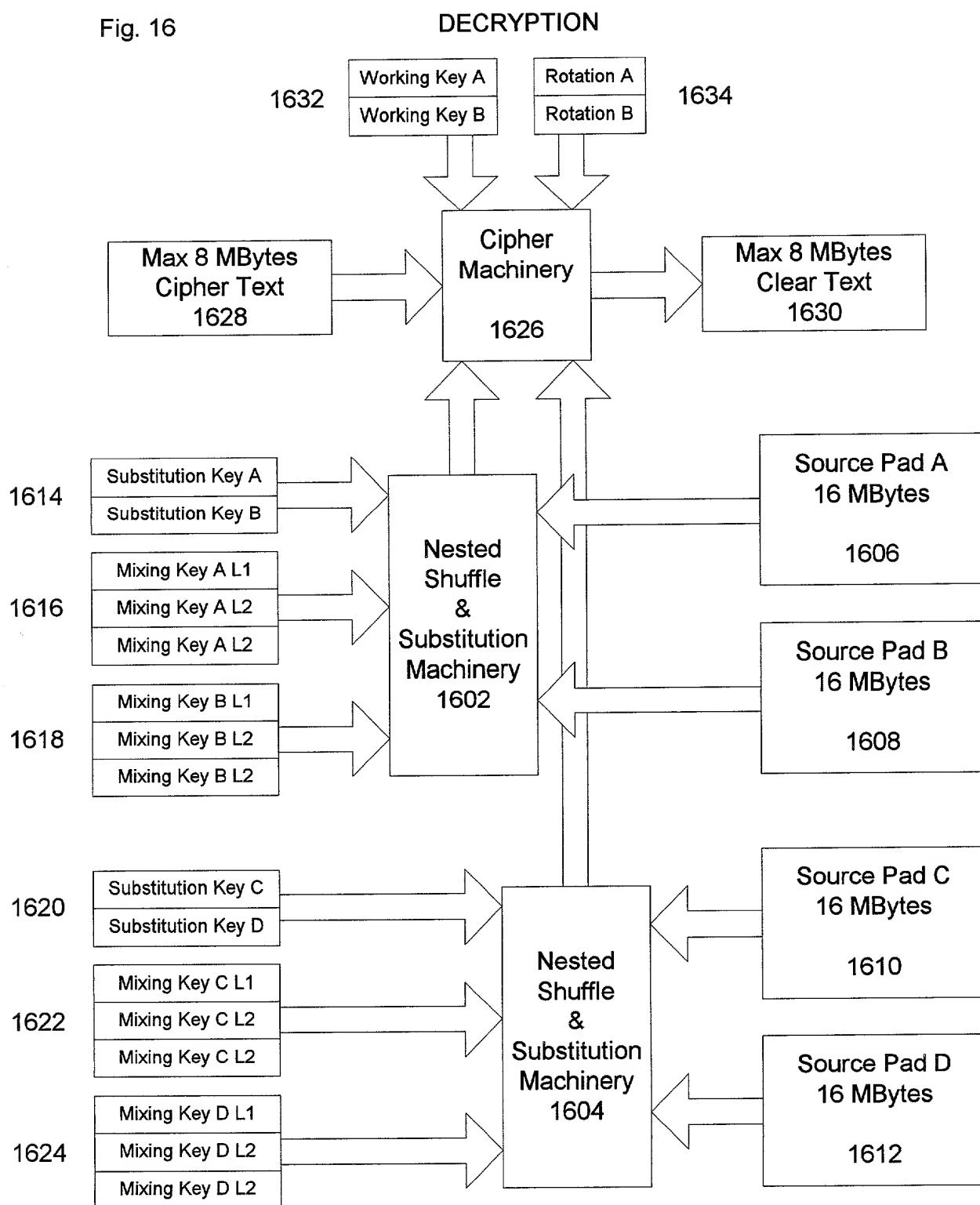


Fig. 17

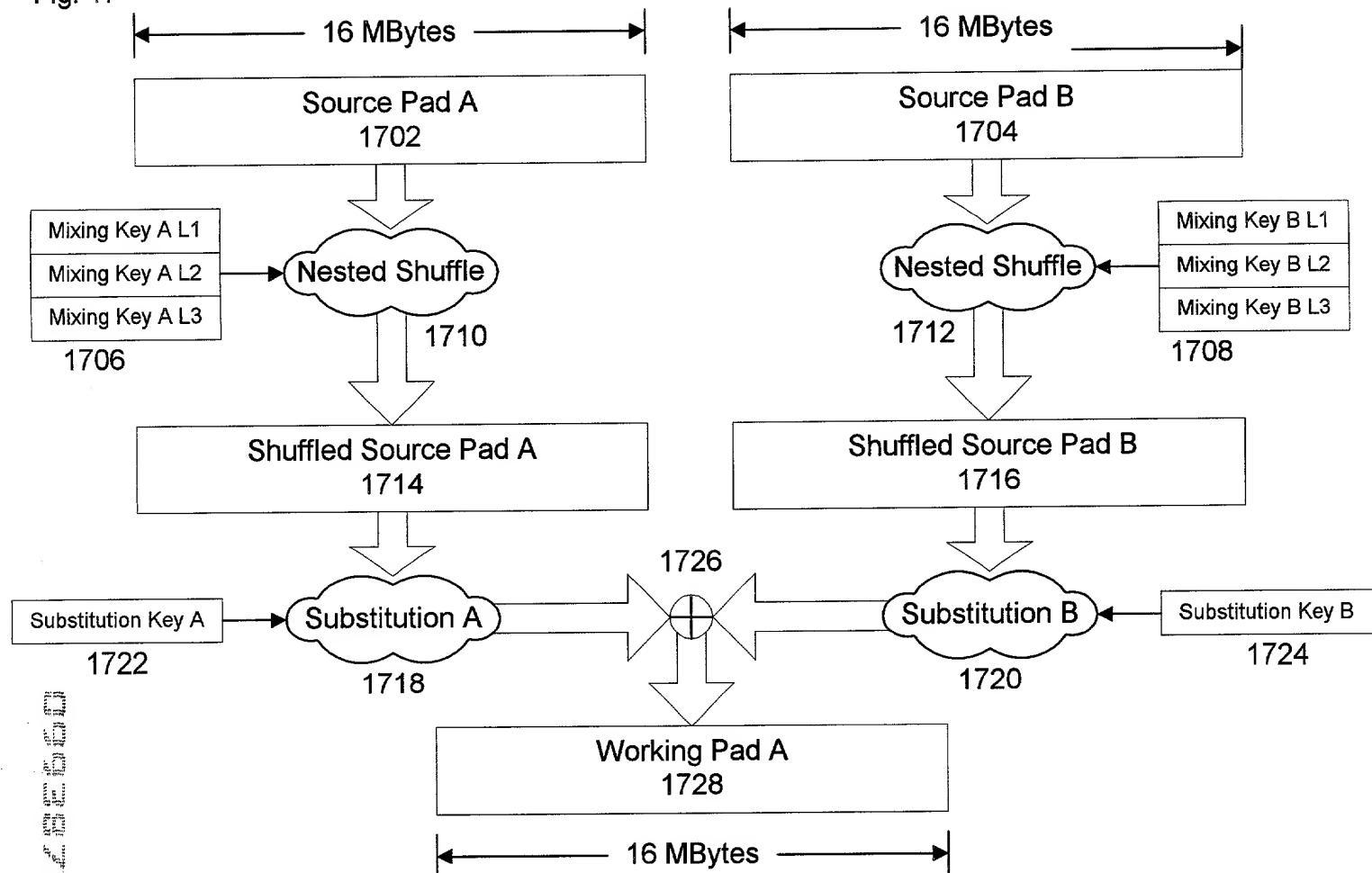


Fig. 18

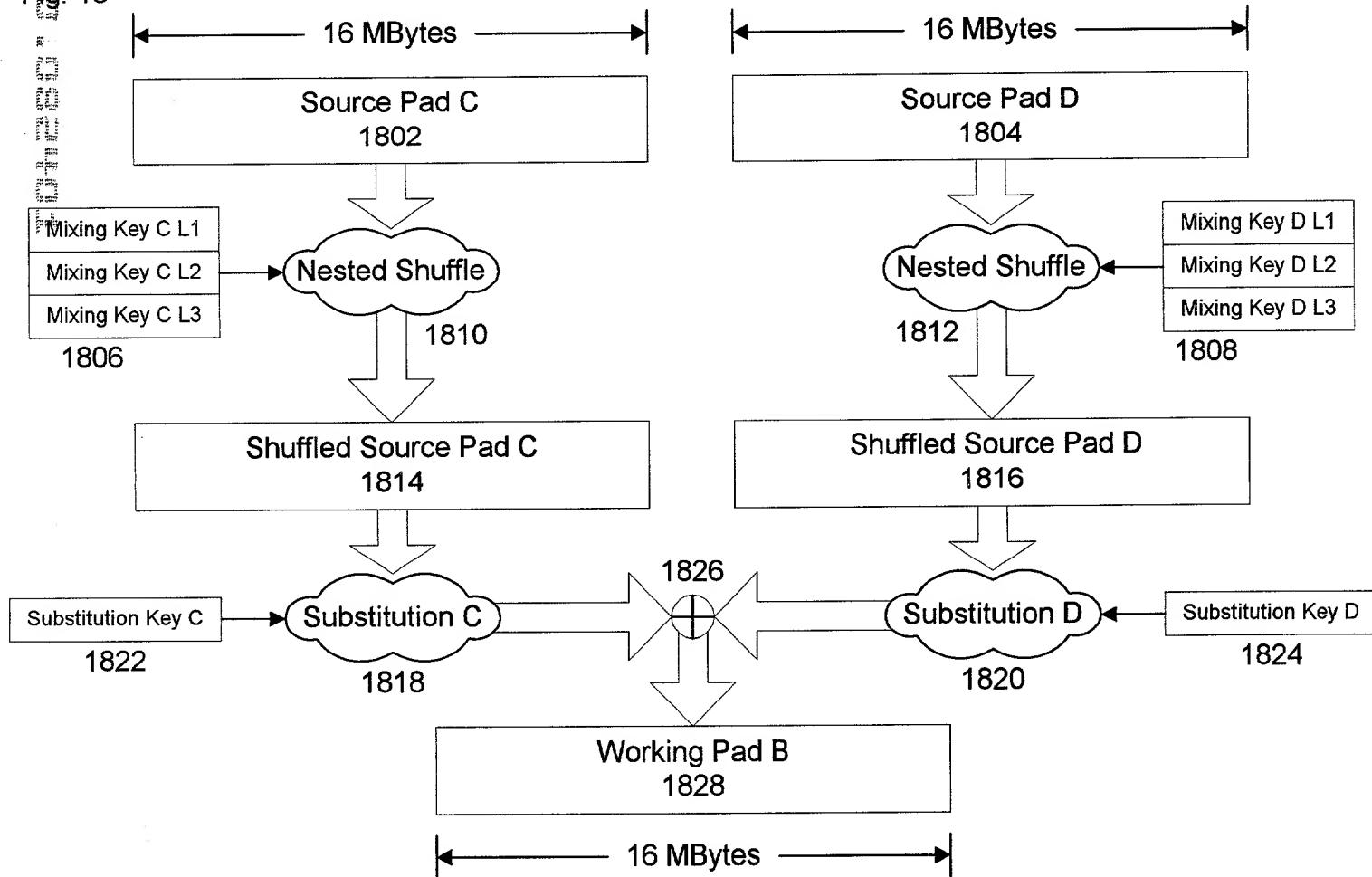


Fig. 19

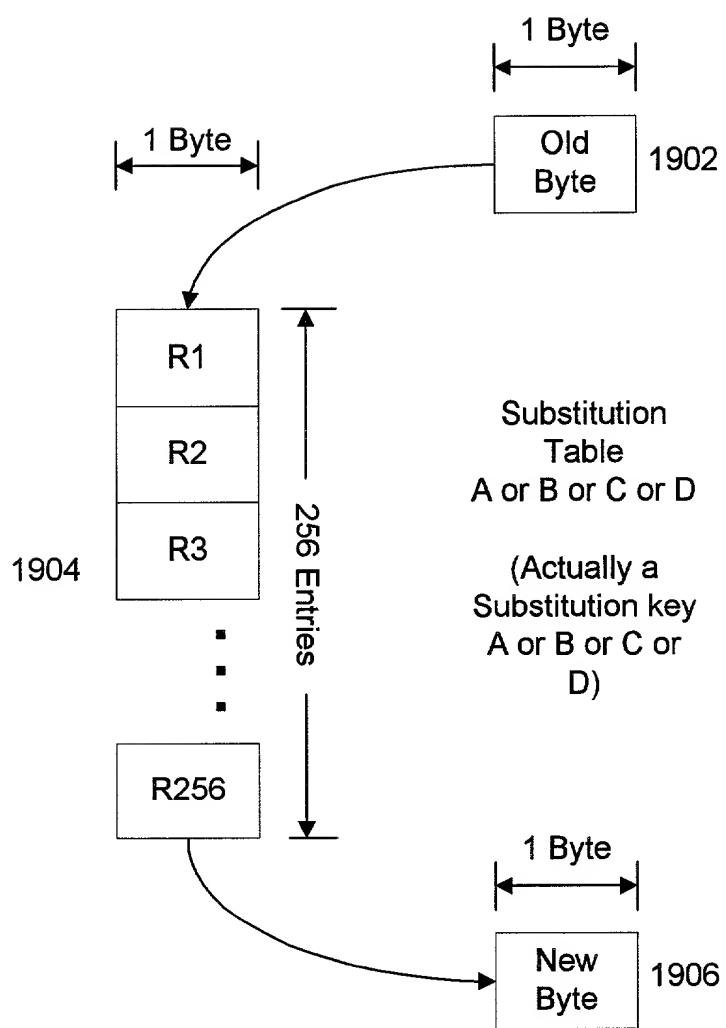


Fig. 20

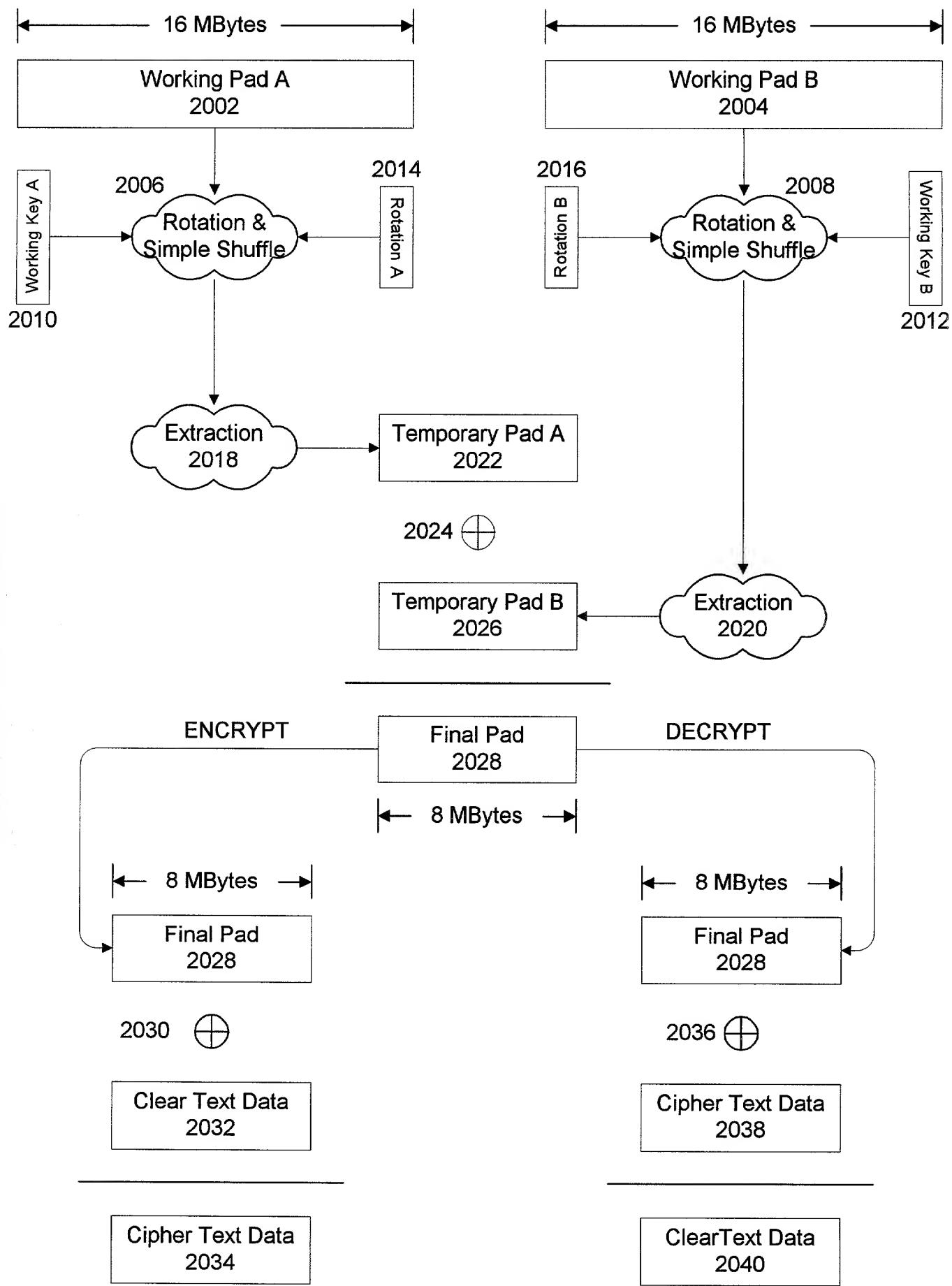
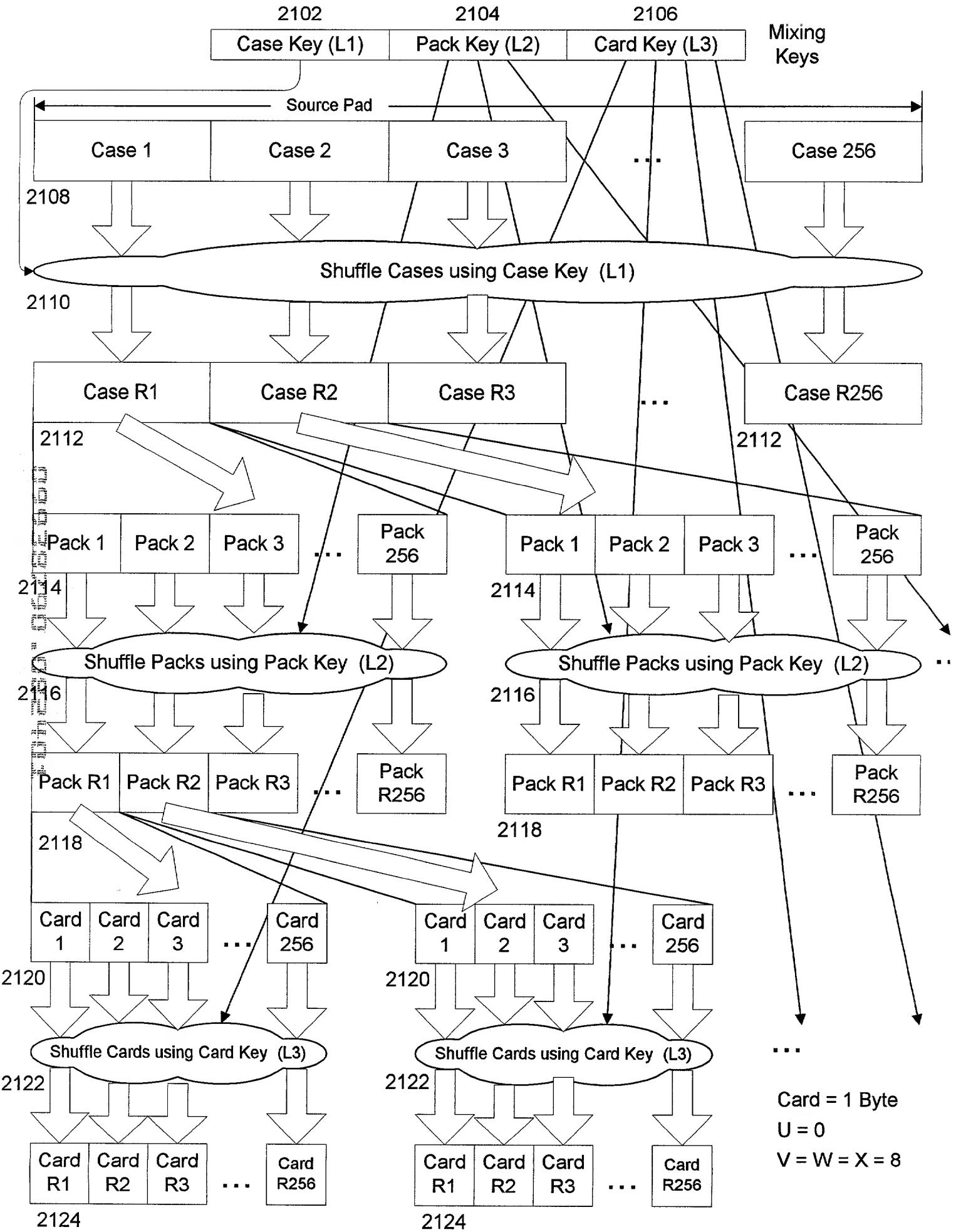


Fig. 21

Nested Shuffle Of A Source Pad (16 MB)



Rotation & Simple Shuffle of Working Pad (16 MB)
and Extraction of a Temporary Pad (8MB)
Using a Working Key and Rotation Value

Fig. 22

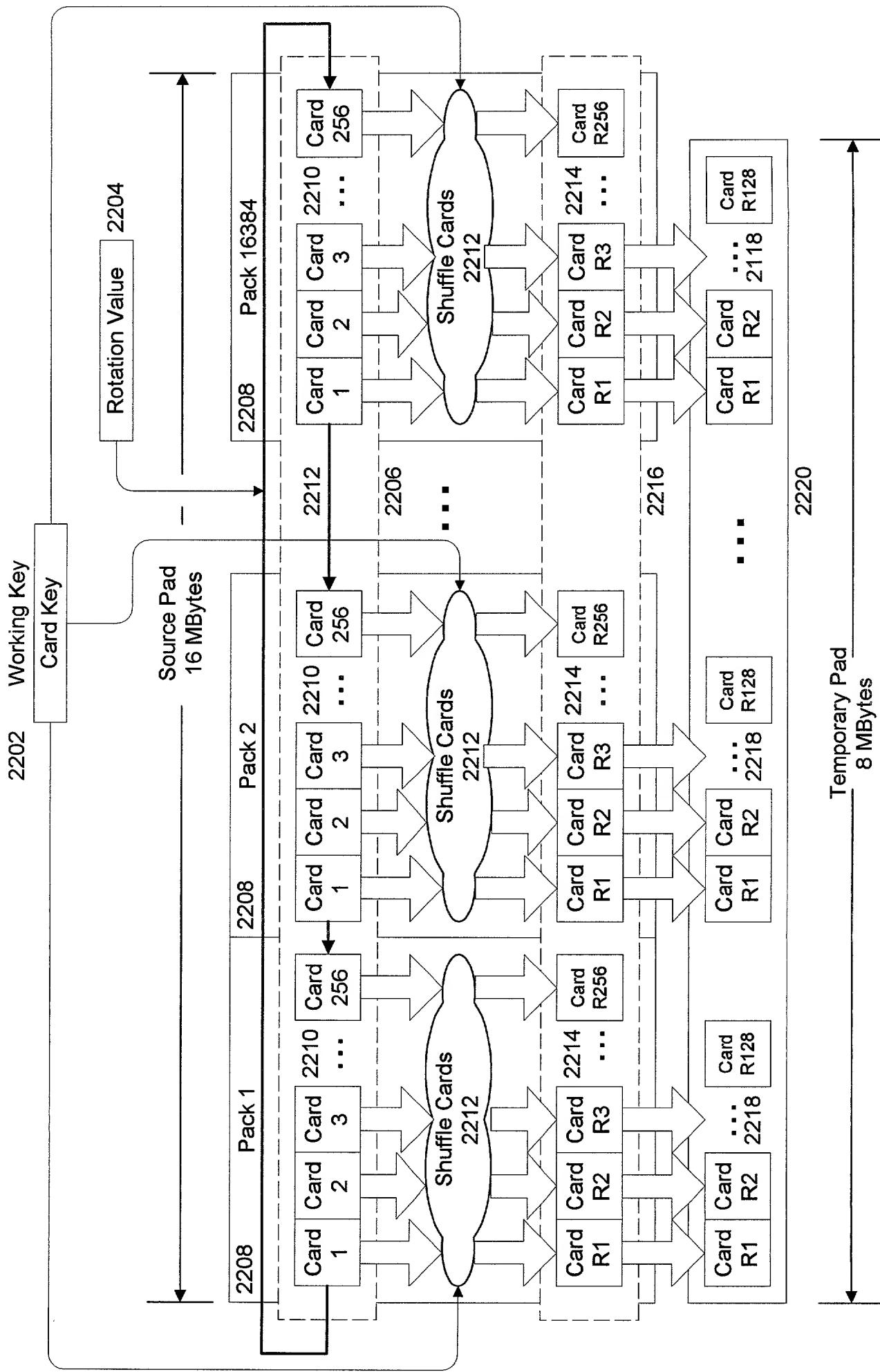


Fig. 23

Keyed One-Way Hash Function

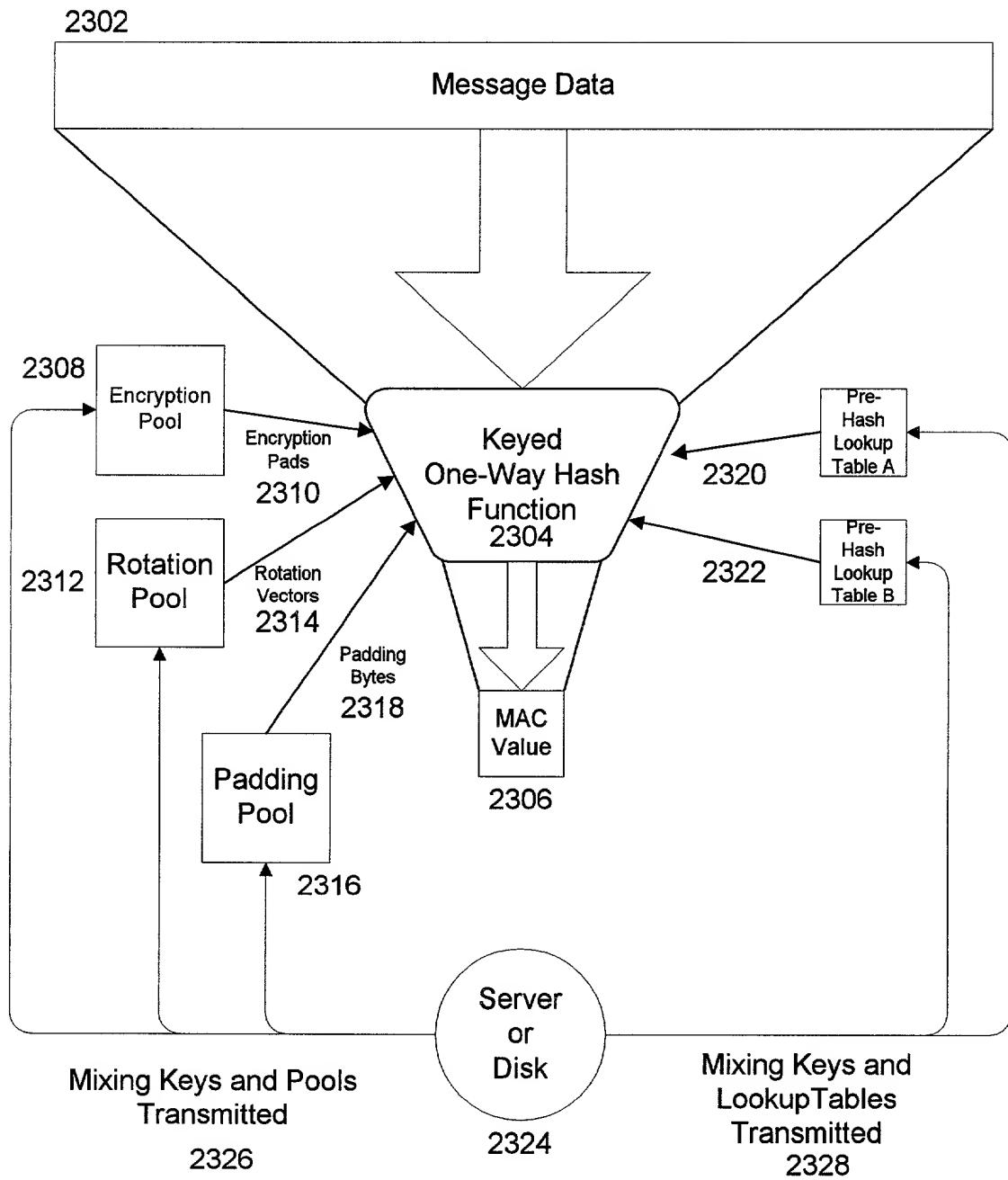


Fig. 24

Array of R Byte Elements

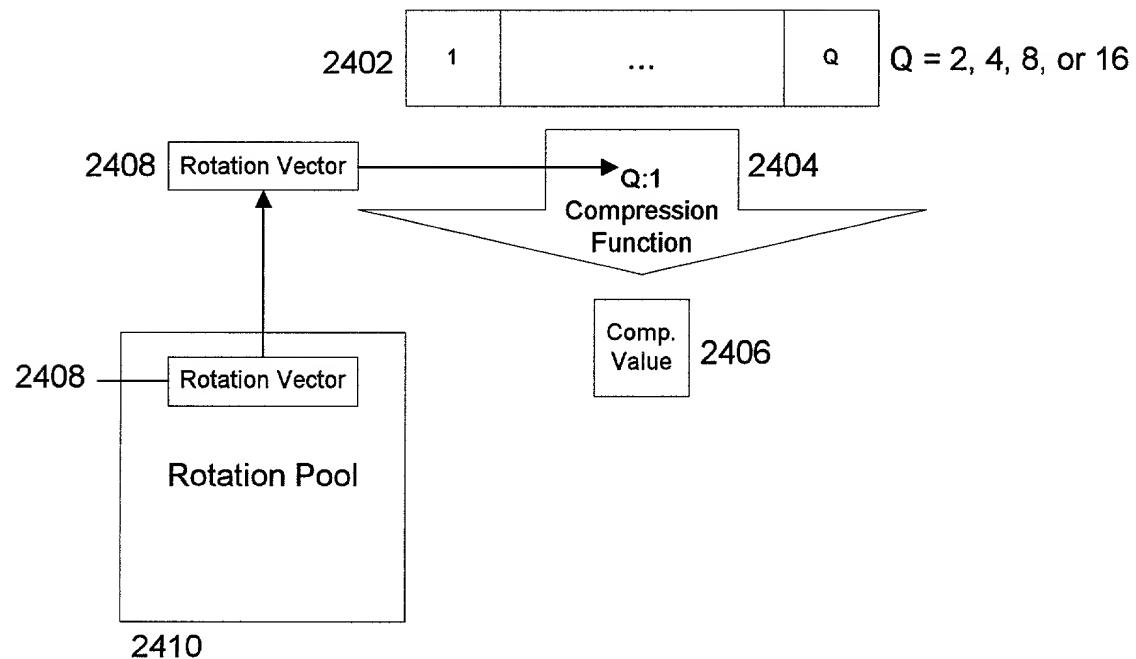
 $R = 1, 2, 4, \text{ or } 8$ 

Fig. 25

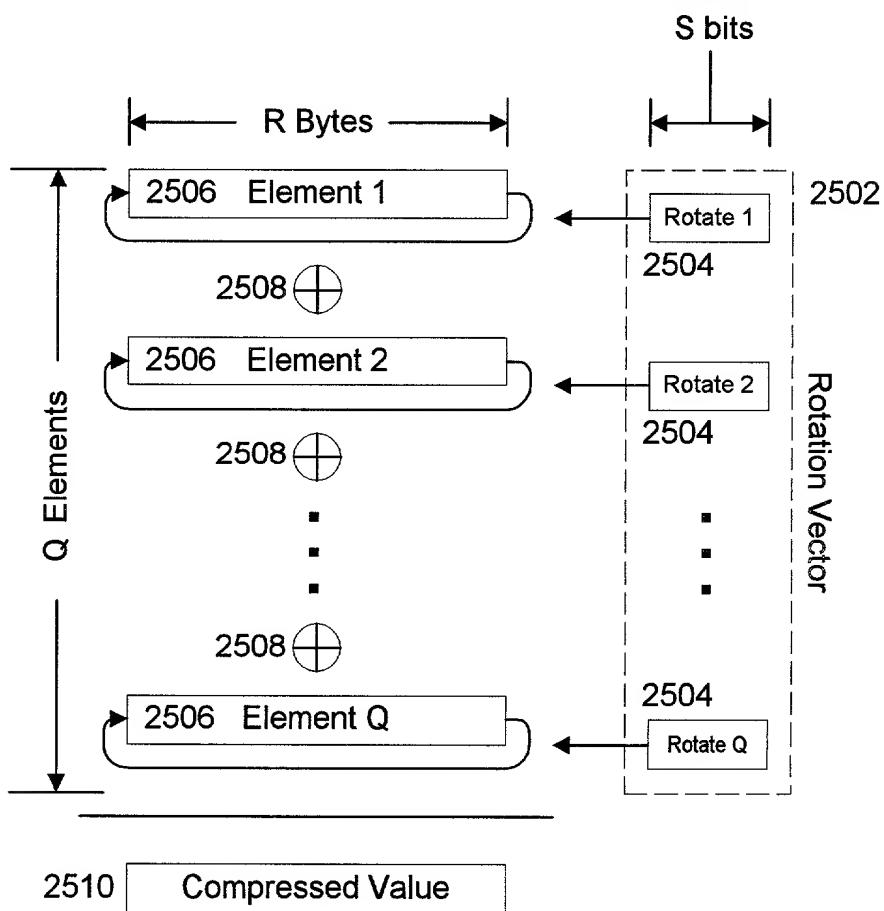
 $S = \log_2(R \times 8)$ 

Fig. 26

Compressing a 64 Kilobyte Message

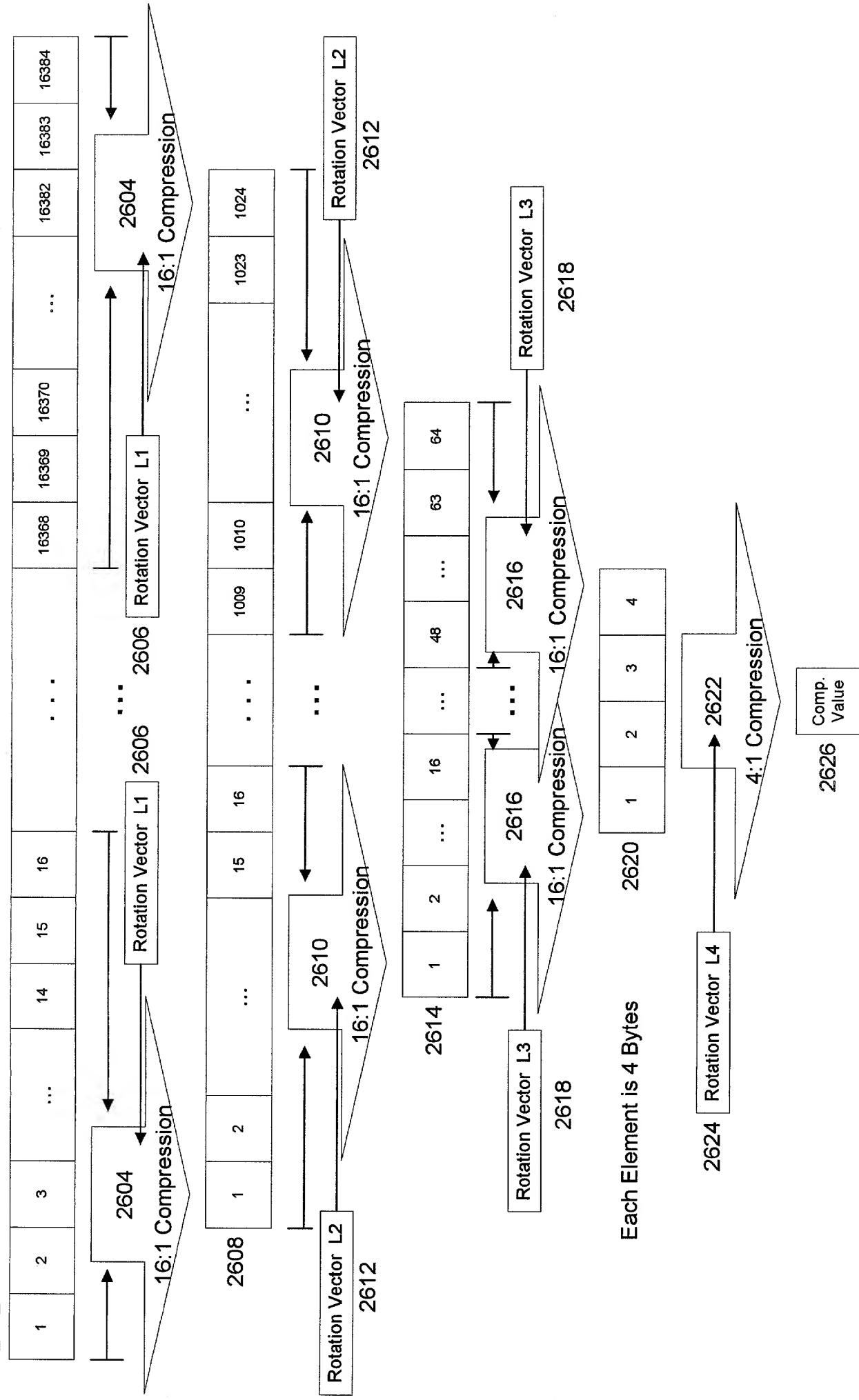


Fig. 27

Compressing a 64 Byte Message

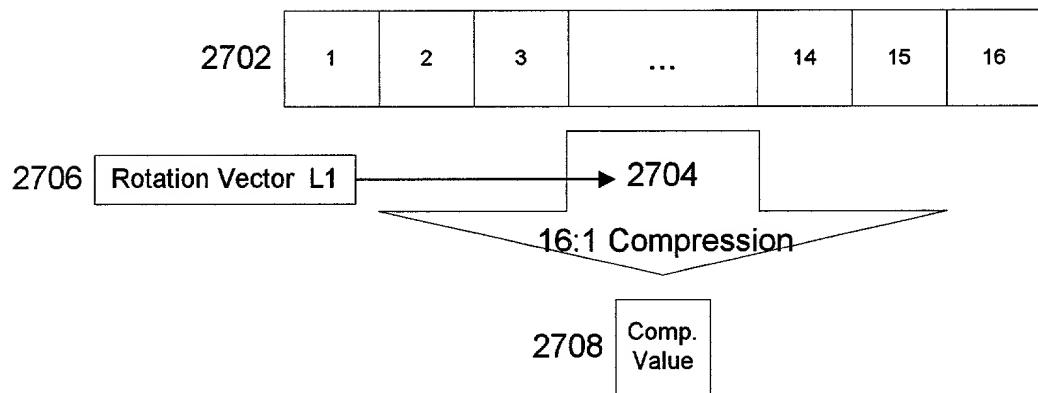


Fig. 28

Compressing a 1518 Byte Message

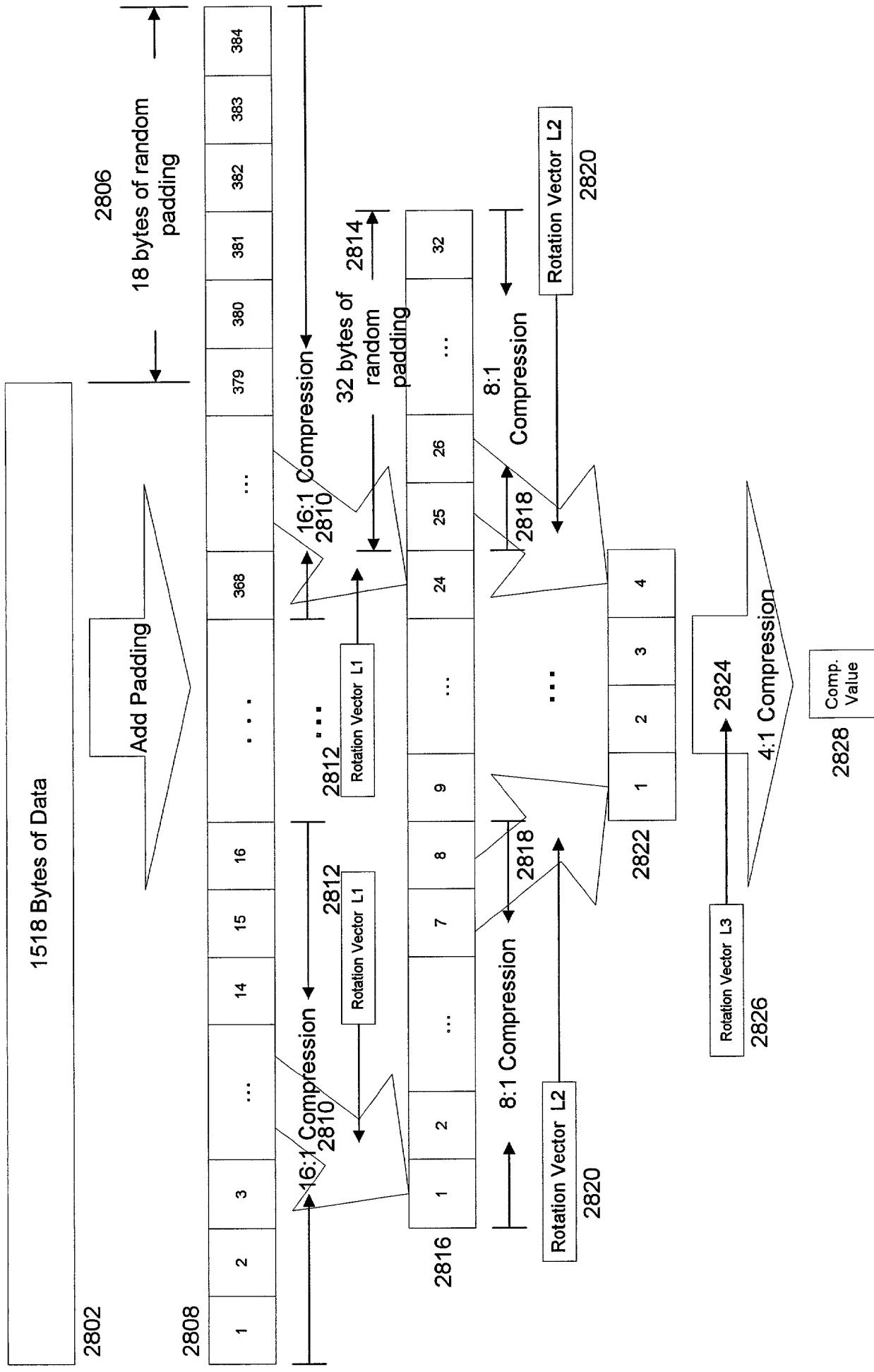
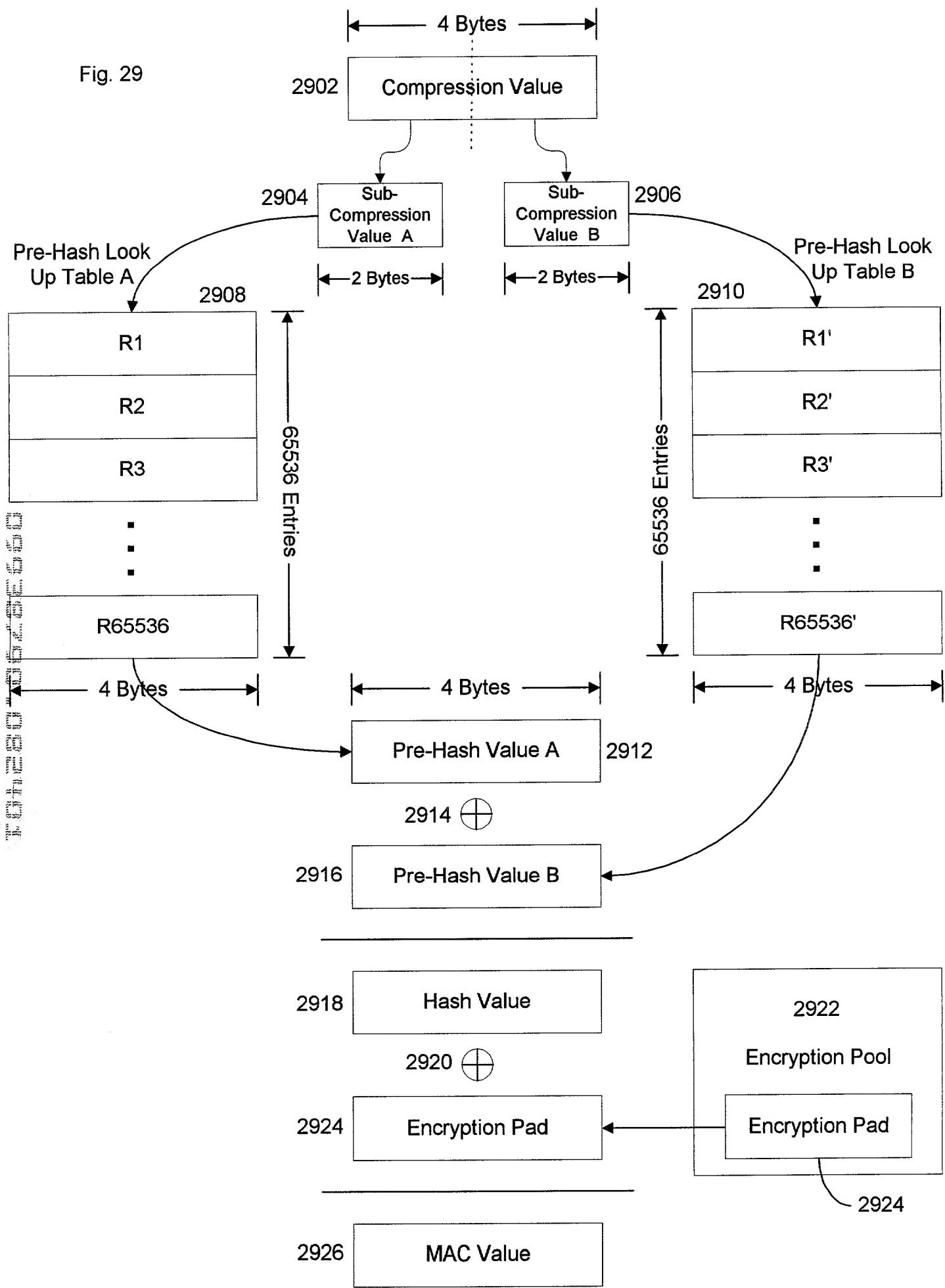
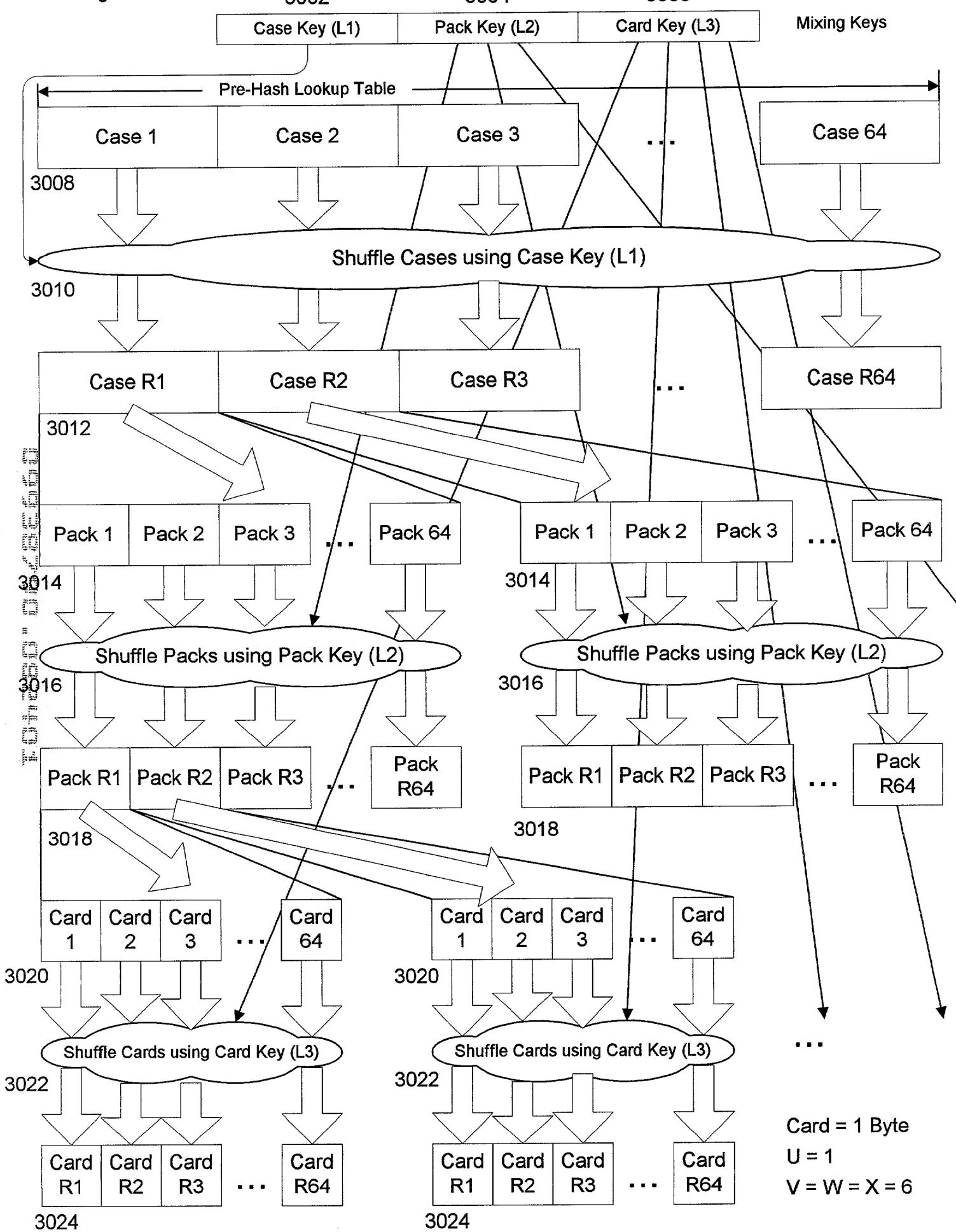


Fig. 29



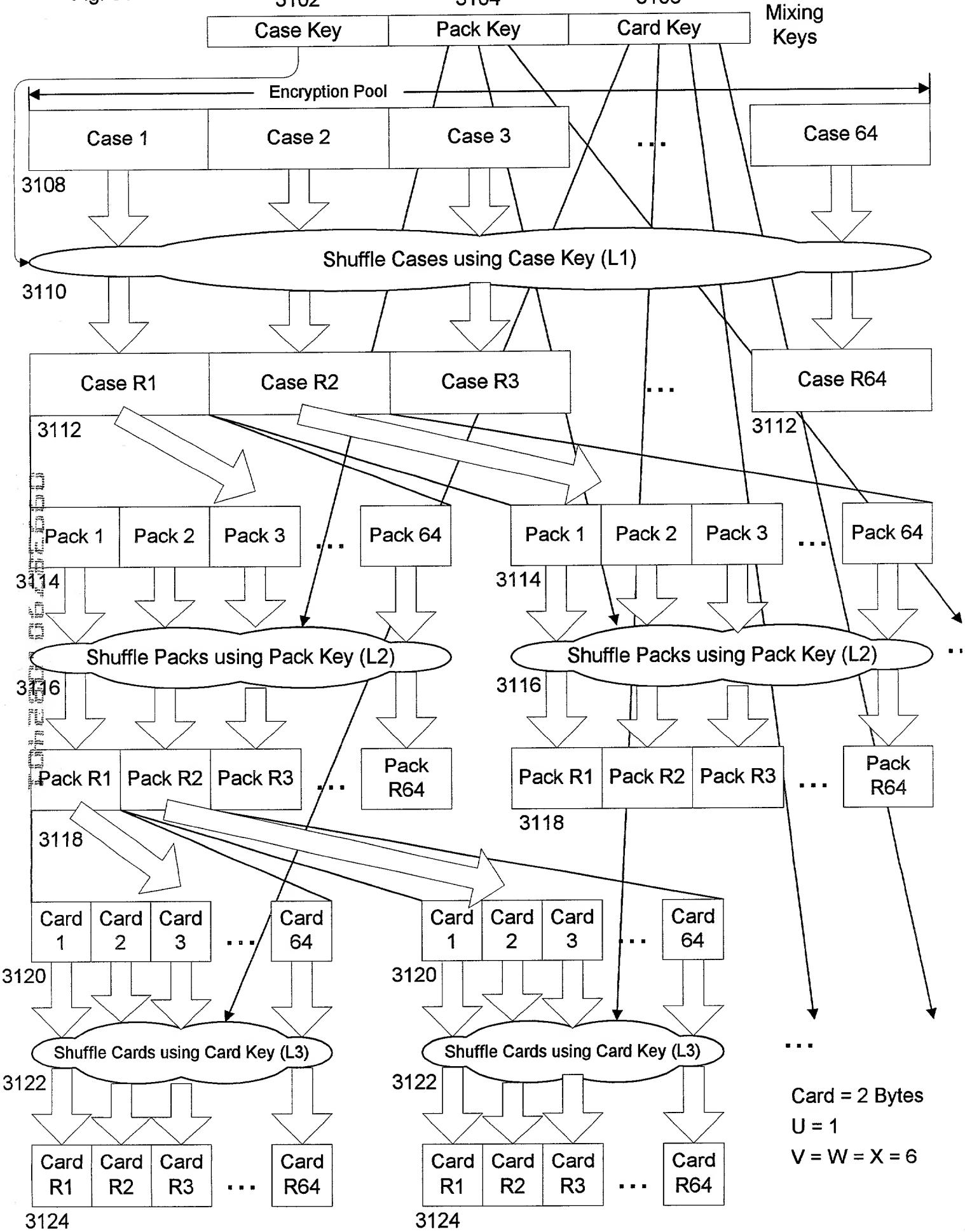
Nested Shuffling a Pre-Hash Look Up Table (256 KB)

Fig. 30



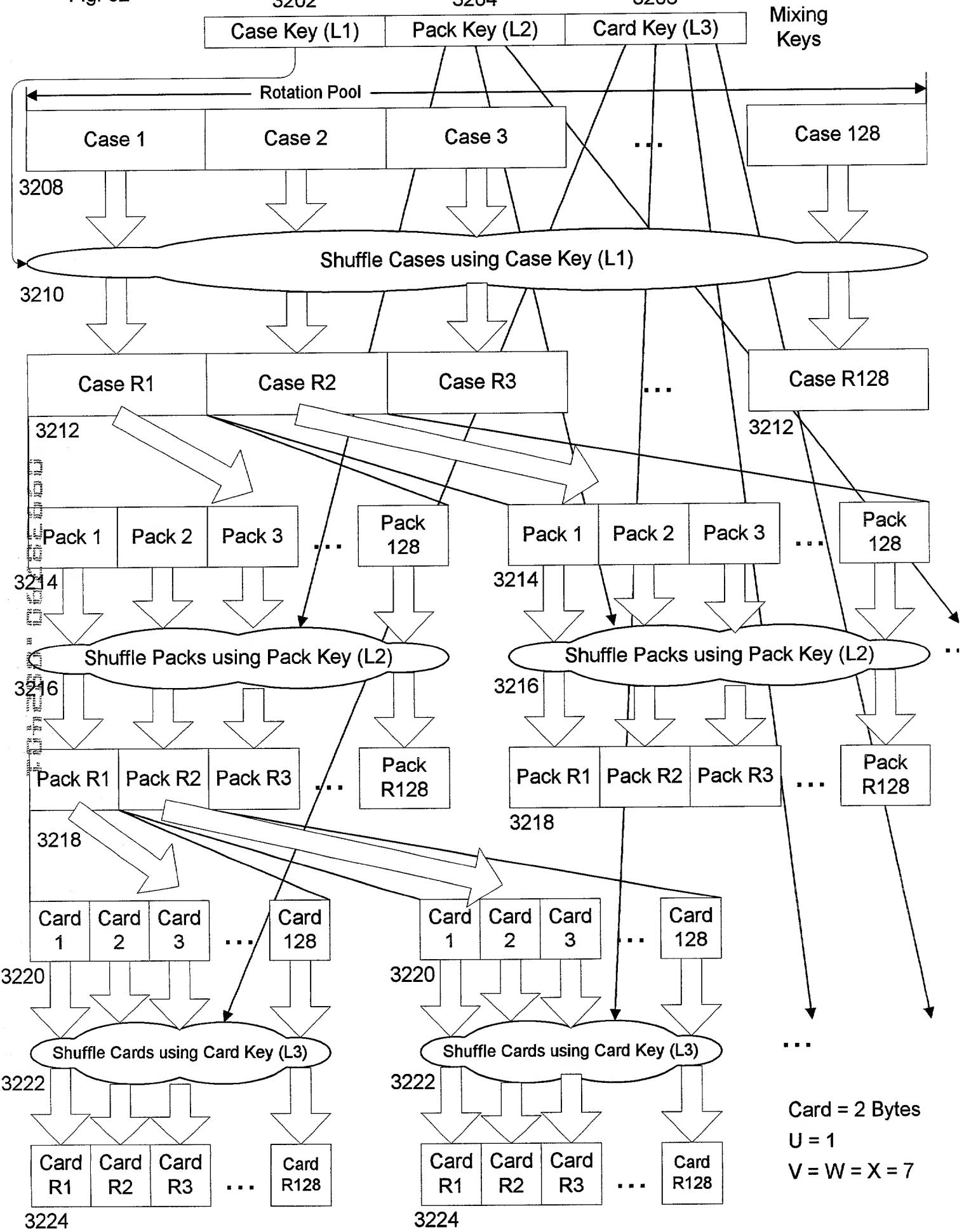
Nested Shuffling an Encryption Pool (512 KBytes)

Fig. 31



Nested Shuffling A Rotation Pool (4 MBytes)

Fig. 32



Shuffling A Padding Pool (256KB)

Fig. 33

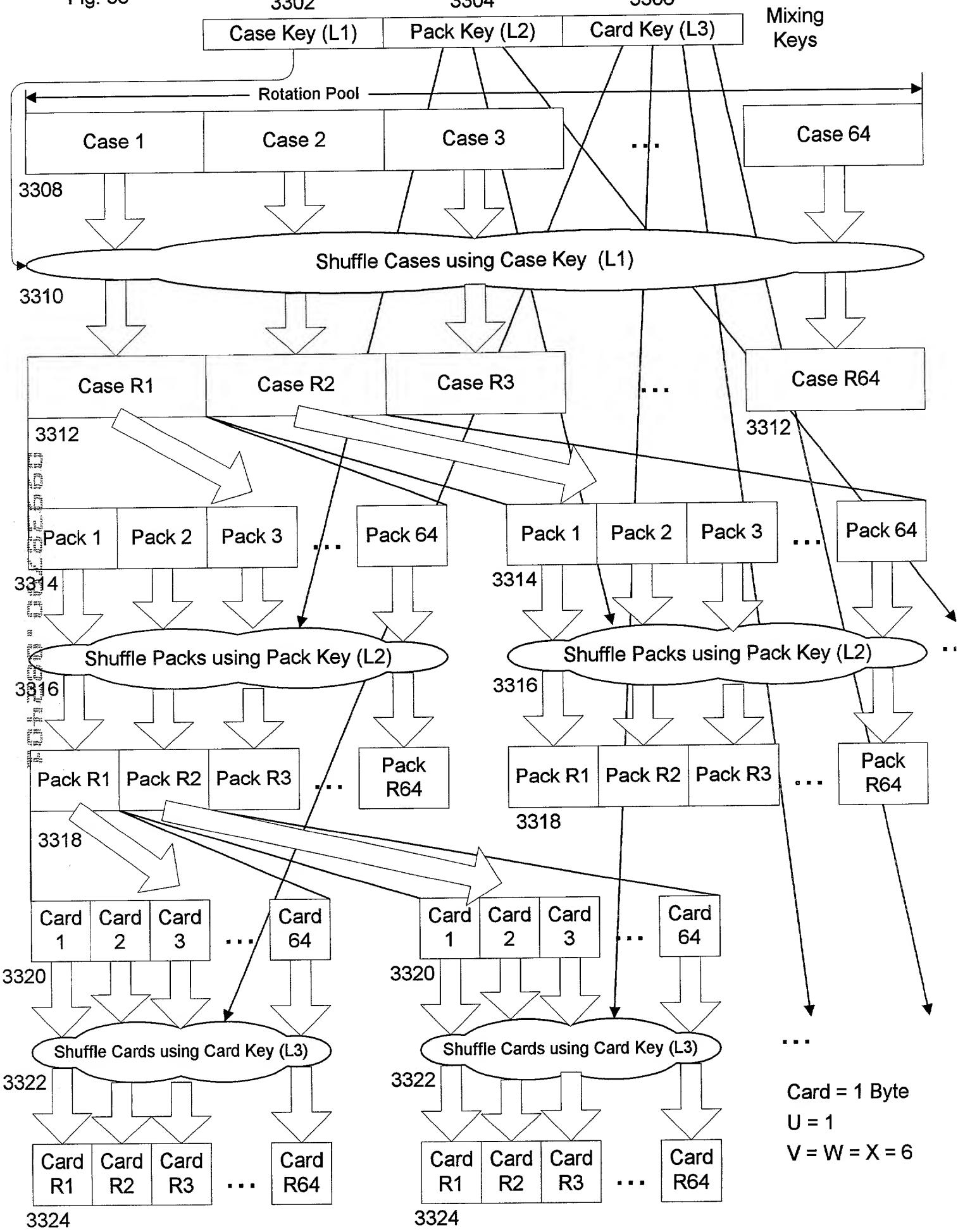


Fig. 34

